

# Cool in Paradox

**Paradox** is the latest attempt to create a viable system for **Karbon**.

Cool is the singular currency of Paradox. You spend Cool to make your Agent act with awesome ability, and you earn Cool by both rolling well and playing your Agent with gusto.

From:  
<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:  
<https://wiki.wishray.com/doku.php?id=paradox:cool&rev=1377440340>

Last update: **2013/08/25 07:19**

